

True Military Simulators
from SEGA-

688 ATTACK SUB™ and M-1 ABRAMS BATTLE TANK™

COMMAND

In 688 Attack Sub, you command a modern nuclear attack sub. Dive to 150 feet, activate the HUD, then search the 3-D contour map for the Soviet boomer. Your towed array of microphones picks up the ocean's sounds. You cut engine speed for quiet, drift, then move across a thermal layer. You arm the weapons system with wire guided Mork 48 torpedoes. You hold missiles in reserve. Now sonar firmly ID's the target: a Soviet Typhoon-class missile sub. You order: launch torpedoes. Or, command a Soviet target sub, and hear the commands spoken in Russian.



ATTACK

In M-1 Abrams Battle Tank you captain the Abrams Battle Tank, 63 tons of mechanized fury (the same tank that led our troops to victory in Operation Desert Storm). M-1 weapons include HEAT, AX and armor piercing SABOT rounds, and a 7.62 COAX machine gun. Cell up thermal imaging and strike for the main road at 40 mph, while the fire-on-the-move system frames the next enemy tank with deadly accuracy.



Simulations so real you
can feel yourself sweat.

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SEGA
GENESIS
16-BIT CARTRIDGE



PHANTASY STAR III
GENERATIONS OF DOOM™

ROLE PLAYING GAMES

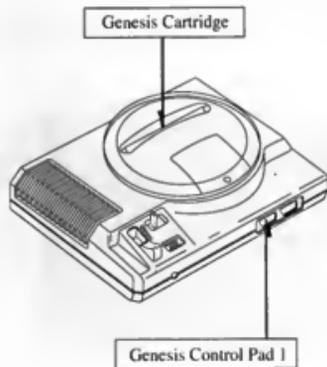
INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Phantasy Star III cartridge into the console.
3. Turn the power switch ON. In a few moments, the Phantasy Star III Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the cartridge.

Note: Phantasy Star III is for one player only.



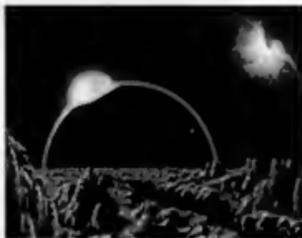
Generations of Doom

Today's your big day. You're marrying Maia, the mysterious woman you found on the shores of your father's kingdom. But as you and Maia walk up the aisle, a winged dragon grabs your bride and disappears. . .



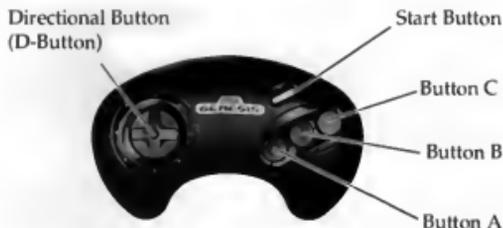
This is the tragic start of what seems to be a never-ending journey into a world of loathsome creatures and wicked souls. Explore seven danger-ridden worlds as you fend off mutated beasts with swords, knives and bows. Transform into an aerojet and fly over mountain peaks and lifeless deserts. Turn into an aquaskimmer and cross the blue seas. Or become a submersible and dive to a sunken palace.

Live through three generations in this epic adventure and find out what lies behind the realm of terror. Only you determine which of the four endings you'll experience.



Take Control!

For best game play, learn the different button maneuvers before you start.



Directional Button (D-Button)

- Press up, down, right or left to move the characters in those directions.
- Press toward a door or an opening to a cavern to enter or exit.
- Press toward a set of stairs to ascend or descend.
- Press to select a Battle Command Icon.
- Press to cycle through selections.
- Press to continue a conversation.

Start Button

- Press to start the game.
- Press to pause the game; press again to resume play.

Button A

- Press to talk to people.
- Stand in front of chests and press to open them.
- Face a certain area and press to search.
- Press to confirm a selection.
- Press to continue a conversation.

Button B

- When in a shop, press to cancel a conversation.
- Press to cancel a Battle Icon.
- Press to cancel a selection.
- Press to close the command screen.
- Press to continue a conversation.

Button C

- Press to open the command screen.
- Press to confirm a selected icon.
- Press to confirm a command.
- Press to continue a conversation.

Getting Started

When you press Start at the Title screen, the Message Scroll Speed Selection screen appears, after the Game Data check. Select a speed by pressing the D-Button right or left. Then press Button A, B or C to start the game.



When You Only Have One Game Saved

When you press Start at the Title screen, the Game Mode screen appears. Press the D-Button up or down to select a command you want, then press Button A or C.



If you have selected:

- Continue Game, the Message Scroll Speed Selection screen appears. Select a speed and press Button A or C to start the game from where it was saved.
- Start New Game, the Message Scroll Speed Selection screen appears. Select a speed and press Button A or C to start a new game.
- Erase Saved Game, the following screen appears. Press the D-Button and select Yes, then press Button A or C to erase the saved game. If you select No and press Button A or C, you'll go back to the Game Mode screen.



When You Have Two Games Saved

When you press Start at the Title screen, the Game Mode screen appears. Press the D-Button up or down to select a command you want, then press Button A or C.

If you have selected:

- **Continue Game**, press the D-Button up or down to select the game you want to play. Then, on the Message Scroll Speed Selection screen, select a speed and press Button A or C to start the game.
- **Start New Game**, the following screen appears. Press the D-Button and select Yes, then press Button A or C to start a completely new game. If you select No and press Button A or C, you'll go back to the Game Mode screen.



- **Erase Saved Game**, press the D-Button to select the game you want to erase and press Button A or C. Then the following screen appears. Press the D-Button and select Yes to erase a game. If you select No and press Button A or C, the Game Mode screen appears.



Characters You'll Meet

You will play three generations of characters in this game. Here are the characters you'll encounter in the first generation.



Rhys

You are Rhys, the prince of Landen. You're the one who found the mysterious young woman who washed up on the shores of Landen and fell in love with her.

Maia

She's the woman whom Rhys found on the shores of Landen. She doesn't remember who she is or where she came from.



Lena

This woman helps Rhys out at the start of his adventures. She joins the party later on in the game.

Mieu

This female cyborg remains with all three generations.



Wren

This male cyborg also remains with all three generations.

Lyle

Rhys meets this free-spirited warrior for the first time near the start of the game. But Lyle doesn't join the party until later.



Orakio's Law and Laya's Law

Before Orakio left for the final battle, from which no one returned, he advised his people never to kill anyone, not even Layans. This rule is called "Orakio's Law" by Orakians.

Unbeknownst to Orakians, Layans live by the very same rule, though they call it "Laya's Law." Laya gave it to them before she left, 1,000 years ago.

Since Orakians and Layans can't kill each other, they use cyborgs and monsters to fight their battles.



The Council of Skyhaven

When you reach Skyhaven and talk to the councilmen, you'll find that one of them has become a bit senile and confused these last few years. Contrary to what he seems to think, Cille, Shusoran, and Sage Isle are in the world of Aquatica, not Draconia.

Your Journey Begins

You are Rhys when you begin your journey. Gather information by talking to the people in Landen, where your father rules as the king.

Play Screen



1. You (and your party).
2. Townsperson.
3. Information window.

Command Screen

When you press Button C during the game, the Command Screen appears.



1. Character Window
2. Command Window

Character Window: This window shows you the members of your party and their present status.

- **HP (Hit Points):** This shows the amount of stamina the character has. When attacked by an enemy, the character loses some HP. When the HP is zero, the character loses the ability to fight. The number on the left is the present HP and the number on the right is the maximum HP the character can have.
- **TP (Technique Points):** The number on the left is the present TP and the number on the right is the maximum TP the character can have. When the TP number is zero, the character cannot use any techniques.
- The character's present level. Earning XP (Experience Points) raises his or her level.

Command Window: Press the D-Button up or down to select the command you want. Then press Button A or C. To cancel a selection, press Button B.

1. **Item:** Select this to use, discard or give an item.



- Press the D-Button to select a character, then press Button A or C to see the Item List.
- Press the D-Button to select an item from the list, then press Button A or C.

- Select Use, Give or Discard, then press Button A or C.
- When you select Give, the message "To whom?" appears. Select a character, then press Button A or C.

2. **Technique:** Select this to use a technique.



- Select the character who is going to use a technique, then press Button A or C to see that character's list of techniques.
 - Select the technique you want, then press Button A or C.
 - When "To whom?" appears, select the character you want and press Button A or C.
3. **Stats:** Select this to check up on each character's statistics.
- Select the character you want and press Button A or C once to see the stats; press it again to see what items the character has; press it another time to see what techniques the character can use.

Stats



- **Level:** The character's present level.
- **XP:** The character's present experience points.
- **Reqd XP:** The number of experience points a character needs to go up a level.
- **Speed:** The larger the number, the faster a character can move.
- **Damage:** The larger the number, the more damage a character can inflict on the foes.
- **Defense:** The larger the number, the less damage a character will sustain.
- **Intel:** The larger the number, the higher the TP Max becomes when the level increases. The techniques become more powerful.
- **Stamina:** The larger the number, the higher a character's HP Max becomes when the level increases.
- **Luck:** As this number increases, there is a greater chance that the Intel and Skill numbers increase when a character's level goes up.
- **Skill:** The larger the number, the better the chance that a character's technique will succeed.

- **Mes:** The amount of Meseta (money) a character has.



Items



Techniques

4. **Equip:** Select this to equip a character with armor or weapons.



- Select the character you want to equip and press Button A or C to see the information windows.
 - Select an item you want from the item window and press Button A or C.
 - If the item can be held, select right hand or left hand and press Button A or C.
 - To remove an item, select the item you want to remove and press Button A or C.
5. **Switch:** Select this to change the order of the characters. The character in the very front suffers more damage than those behind. Select the character who will head the party, then press Button A or C. You can also select the order of the rest of the characters.

What Your Battle Screen Shows



1. Enemies: They appear in groups.
2. Information Window
3. Command Icon Window

Information Window: This area shows the types and numbers of your enemies. When the names and numbers disappear, the characters and their HP and TP appear. Whenever a character is poisoned, the letter P appears above that character's name.

Command Icon Window: There are four different commands.

1. Choosing this allows you to continuously use whatever Battle Icon you chose. If you haven't chosen a Battle Icon, the party will attack Group A first, then Group B, then Group C, and finally Group D.



Note: Press Button B to leave continuous battle mode.



2. If you select this option, the party and its enemies will attack for one turn, then the Command Icon Window appears again.



3. This is the Battle Icon Window. Select this and press the D-Button left or right to highlight the name of the character. Then press Button A or C. Select the Battle Icon you want and press Button A or C.

Weapon: Select this to attack a specific foe. Press the D-Button to mark the enemy you want to attack, then press Button A or C.



Technique: Select the Technique you want to use and press Button A or C. Select the character or enemy you want to use the Technique on and press Button A or C.



Item: Select the Item you want to use and press Button A or C. Then select the character who is going to use the item and press Button A or C.



Defend: Select the character to be defended and press Button A or C.



4. Select this to run away. (You may not always succeed.)

Towns and Villages



There are various buildings in every town and village you visit. Some of these buildings have signs on them that tell you what services they offer. When you enter a

building, go up to the person behind the counter and press Button A to talk. Press Button B to cancel.

Shops

There are three different types of shops where you can sell or buy items: Armor Shop, Equipment Shop and Weapon Shop.



Armor Shop



Equipment Shop



Weapon Shop

Buying an Item



- Walk up to the clerk, press Button A, then, select Buy and press Button A or C to see the list of items that are for sale.
- Select an item you want and press Button A or C.
- Select the character who is going to carry the item and press Button A or C.
- If the character cannot use the selected item, the clerk

will let you know and will ask you if you still want it. Select Yes or No and press Button A or C.

Note: If a character cannot carry any more items, a message appears. You can give the item to another member of your party or not buy it at all.

Selling an Item

- Walk up to the clerk, press Button A, then, select Sell and press Button A or C to see the list of characters.
- Select the character that wants to sell an item and press Button A or C.
- When the list of items appears, select an item and press Button A or C.
- If you agree to sell your item for the price that the clerk gives you, select Yes. Otherwise select No and press Button A or C.

Healer



The healer is the one to visit if one of the characters' HP becomes zero. A doctor who can cure poisoned characters can be found on the second floor of most healing establishments.



- Go up to the Healer or Doctor and press Button A to talk.
- Press the D-Button to highlight the name of the character who needs to be healed. The Healer or Doctor will tell you how much it will cost.

- Select Yes or No and press Button A or C.

Note: You must first get treatment for poisoning before you can recover any lost HP.

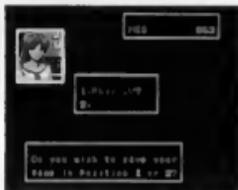
Inn



You can save your game data and recover HP and TP.

Note: If you're poisoned or your HP is zero, your HP and TP cannot be recovered.

- Walk up to the innkeeper and press Button A to find out how much it will cost to stay overnight. If you want to spend a night at the inn, select Yes; otherwise, select No. Then press Button A or C.
- If you selected Yes, the innkeeper will ask you if it is all right to save the game. Select Yes or No and press Button A or C.
- If you selected Yes, you will now have to select position 1 or 2 and press Button A or C.
- If you want to save a game over a previously saved game, the innkeeper will ask you if it is all right to erase the old game. Select Yes or No and press Button A or C.

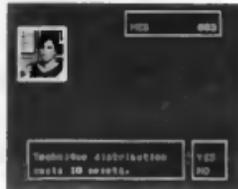


Technique Shop



Here you can have your technique distribution altered. (See Techniques, p. 20.)

- Go up to the clerk and press Button A to talk. If you want your technique distribution altered, select Yes and press Button A or C. If not, select No.
- Press the D-Button to highlight the name of the character who needs to have the technique distribution altered. Then press Button A or C.
- Select the Technique group that needs to be altered and press Button A or C. The Technique Power Distribution Square appears. The square gets bigger as your level increases. The four different techniques in each group are represented by different colored shapes. Press the D-Button to move the cursor within the square to change the distribution of the different powers. Then press Button A or C.



Fortuneteller



Rhys can have his fortune told for a certain fee. Go up to the fortuneteller and press Button A to talk. Select Yes to hear your fortune and press Button A or C.

Other Important Landmarks

You'll come across several different landmarks while exploring the different worlds.

Caverns

Enter caverns to find yourself in a labyrinth. You won't be able to enter some caverns unless you have a certain item. Some caverns lead you to other worlds.



Docks

Before the Layan-Orakian war, these now-deserted docks were bustling.



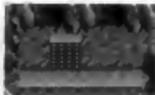
Laya's Palaces

No one knows why Laya built these palaces centuries ago.



Airstrips

During the Layan-Orakian war, numerous flying machines took off from these runways.



Techniques

Only Laya's descendants and cyborgs can use Techniques. Not everybody can use the same Techniques. The power of these Techniques becomes more effective as the levels of the characters increase. The power distribution for each Technique group can be altered at the Technique Shop.

Heal Techniques

These techniques require 5 TP.

Res: Restores HP. Can be used on one character of the party at a time.

Gires: Restores HP. Can be used on all characters of the party.

Rever: Restores HP of one character whose HP is zero. Can be used on one character of the party at a time.

Anti: Treats poisoned characters. Can be used on one character of the party at a time.

Melee Techniques

These techniques require 2 TP and can be used only during a battle.

Foi: Creates enormous flames that inflict damage to one enemy.

Zan: Cuts up all foes in one row.

Gra: Crushes all enemies on screen.

Tsu: Strong currents of water pierce the enemies. Can be used to attack Groups A and C or Groups B or D.

Time Techniques

These techniques require 1 TP and can be used only during a battle.

Ner: Speeds up attacks. Can be used on only one character of the party at a time.

Rimit: Gives you a better chance of succeeding when you select the Escape icon on the Command Icon Window. Can be used on all members at a time.

Shiza: Prevents an enemy from using techniques.

Deban: Prevents an enemy from attacking.

Order Techniques

These techniques require 1 TP and can be used only during a battle.

Fandi: Increases the attacking power of one character.

Forsa: Your concentrated energy blows away a foe.

Nasak: Your HP drops to zero but it restores the other characters' HP.

Shu: Momentarily increases a character's defensive power.

Items

You will require many items during the course of your journey. Some you must Equip, or Use, and there are others that will help you as long as you find them.

Precious Stones

You won't be able to enter some caverns without these.

Items You Must "Equip"

There are some items that can only be equipped by certain characters. Some come in pairs and require both hands while others require one hand.

Weapons

These Weapons can be divided into two types: weapons to attack foes close by and others to attack foes farther away.

Knives

These aren't very powerful but are easy to handle. These are held with one hand and are used to attack enemies at close range.

Swords

These are large and difficult to handle, and are used to attack enemies near by. These require both hands.

Staffs

Thin and light, these can be carried by anybody. However the more powerful versions of these can only be carried by Layan males. These are held with one hand.

Claws

Cyborgs use these metal nails to pierce foes nearby. These are held with one hand.

Slicers

Layan women hurl Slicers to slash enemies. These require one hand.

Shots

Only the cyborgs can use this state-of-the-art firepower. These require both hands.

Needlers

Almost any human can use a Needler for these are light and easy to handle. These are fired with one hand.

Bows

Few remember how to use these legendary weapons.

Armor

There are various types of armor which protect the different parts of the body.

Head Armor

These include Helmets, Ribbons, Head Gear, Bandannas and Crowns.

Hand Armor

The men use Shields and the women use Emels.

Torso Armor

The Orakian men wear Armor, Orakian women wear Chests, Mieu wears Vests, Wren wears Protectors, Layan men wear Capes and Layan women wear Robes.

Feet Armor

Everybody can wear these except Wren.

Items You Must "Use"

Except for the Monitor, the following items cannot be used repeatedly. If you use them up, you must replace them.

Monomate, Dimate and Trimate

These restore HP.

Antidote

Cures one poisoned character.

Star Mist

This restores the entire party's HP to the maximum. It won't work if the HP is zero.

Moon Dew

This restores one character's HP to the maximum even if the HP is zero.

Escapepe

This takes you back to the entrance of a labyrinth.

Monitor

This enables you to see where you are. You cannot use this in a village, town or cavern.

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

If you require game play assistance, please call (415) 871-GAME.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.